

Properties of Cross Product (geometric)

let $\vec{u}, \vec{v} \in \mathbb{R}^3$

- $\vec{u} \times \vec{v}$ is orthogonal to both \vec{u} & \vec{v}
- $|\vec{u} \times \vec{v}| = |\vec{u}||\vec{v}|\sin\theta$, θ is angle between \vec{u} & \vec{v}
- \vec{u} & \vec{v} are parallel iff & only iff $\vec{u} \times \vec{v} = \vec{0}$

Example 1

$$\vec{u} = \langle 5, 3, -1 \rangle \quad \vec{v} = \langle 8, 4, 2 \rangle$$

$$\begin{aligned}\vec{u} \times \vec{v} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 5 & 3 & -1 \\ 8 & 4 & 2 \end{vmatrix} = \begin{vmatrix} 3 & -1 \\ 4 & 2 \end{vmatrix} \vec{i} - \begin{vmatrix} 5 & -1 \\ 8 & 2 \end{vmatrix} \vec{j} + \begin{vmatrix} 5 & 3 \\ 8 & 4 \end{vmatrix} \vec{k} \\ &= ((3)(2) - (4)(-1))\vec{i} - ((5)(2) - (-1)(8))\vec{j} + ((5)(4) - (3)(8))\vec{k} \\ &= 10\vec{i} - 18\vec{j} + (-4)\vec{k} = \langle 10, -18, -4 \rangle\end{aligned}$$

Recall:

Properties of Cross Product

let $\vec{u}, \vec{v}, \vec{w} \in \mathbb{R}^3$ $c \in \mathbb{R}$

- $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$
- $c\vec{u} \times \vec{v} = c(\vec{u} \times \vec{v}) = \vec{u} \times c\vec{v}$
- $\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$
- $(\vec{u} + \vec{v}) \times \vec{w} = \vec{u} \times \vec{w} + \vec{v} \times \vec{w}$
- $\vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{v} \times \vec{u}) \cdot \vec{w}$
- $\vec{u} \times (\vec{v} \times \vec{w}) = (\vec{u} \cdot \vec{w})\vec{v} - (\vec{u} \cdot \vec{v})\vec{w}$
- \vec{u} & \vec{v} are both orthogonal to $\vec{u} \times \vec{v}$
- $\vec{u} \times \vec{v} = |\vec{u}||\vec{v}|\sin\theta$ θ = angle between \vec{u} & \vec{v}
- $\vec{u} \times \vec{v} = \vec{0}$ iff & only iff \vec{u} & \vec{v} are parallel

Example 2

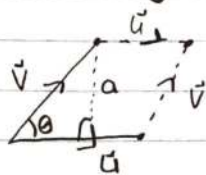
take $\vec{v} \times \vec{u}$

$$\vec{v} \times \vec{u} = -\vec{u} \times \vec{v}$$

$$= -\langle 10, -18, -4 \rangle = \langle -10, 18, 4 \rangle$$

- $\vec{u} \times \vec{v}$ is computed using right hand rule

Geometry Cross Product



$$\sin \theta = a/|v|$$

$$a = |v| \sin \theta$$

area of parallelogram determined
by u & v is $A = (\text{base})(\text{height})$
 $A = |u|a = |u||v|\sin \theta$

Proof of $|u||v|\sin \theta = |u \times v|$

we used algebraic properties to compute

$$\begin{aligned} |u \times v|^2 &= (u \times v) \cdot (u \times v) \quad \text{by prop. of dot product} \\ &= u \cdot (v \times (u \times v)) \quad \text{by prop. of cross product} \\ &= u \cdot ((v \cdot v)u - (v \cdot u)v) \quad \text{prop. of cross} \\ &= (v \cdot v)(u \cdot u) - (v \cdot u)(u \cdot v) \quad \text{prop. of dot} \\ &= |v|^2|u|^2 - (u \cdot v)^2 \quad \text{prop. of dot} \\ &= (|v||u|)^2 - (|u||v|\cos \theta)^2 \quad \text{geometric of dot} \\ &= (|u||v|)^2 - (|u||v|)^2 \cos^2 \theta \\ &= (|u||v|)^2 (1 - \cos^2 \theta) \\ &= (|u||v|)^2 (\sin^2 \theta) \\ &= (|u||v|\sin \theta)^2 \end{aligned}$$

$$|u \times v| = (|u||v|\sin \theta)$$

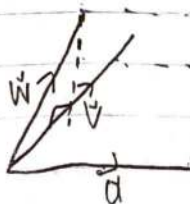
θ is angle between u & v so $\theta \in [0, \pi]$

$\sin \theta \geq 0$ on that interval

$$|u \times v| = |u||v|\sin \theta$$

magnitude of cross product is area of parallelogram
determined by u & v

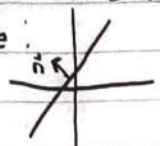
scalar triple product: $u \cdot (v \times w)$ is the signed
volume of parallelepiped determined by u, v , & w



\mathcal{C} -parallelepiped

12.5 Lines & Planes

Equation of line in 2-space: $ax + by - c = 0$

in 2-space:  line is the set of points with $\vec{n} \cdot \vec{x} = c$

generalize equation in 3-space

$$\vec{n} \cdot \vec{x} = d$$

$$\langle a, b, c \rangle \cdot \langle x, y, z \rangle = d$$

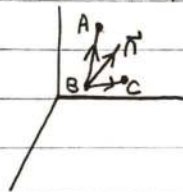
$$ax + by + cz = d \text{ (plane in 3-space)}$$



if we knew two non-parallel vectors \vec{u} & \vec{v} which lie in plane (head & tail can be expressed in plane at same time) then $\vec{n} = \vec{u} \times \vec{v}$ is a normal vector to plane & it's perpendicular to every vector in plane

Ex: Find vector equation of plane

points: $(0, 1, 3)$, $(4, 9, 7)$, & $(1, 2, 3)$



vectors:

$$\vec{u} = \langle 4-0, 9-1, 7-3 \rangle = \langle 4, 8, 4 \rangle$$

$$\vec{v} = \langle 1-0, 2-1, 3-3 \rangle = \langle 1, 1, 0 \rangle$$

(in desired plane)

Use normal vector, $\vec{n} = \vec{u} \times \vec{v}$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 4 & 8 & 4 \\ 1 & 1 & 0 \end{vmatrix} = \langle -4, 4, -4 \rangle = -4\langle 1, -1, 1 \rangle$$

plane has equation

$$\vec{n} \cdot \vec{x} = d$$

$$\langle 1, -1, 1 \rangle \cdot \langle x, y, z \rangle = d$$

$$x - y + z = d$$

to compute d use $(0, 1, 3)$

$$d = 0 - 1 + 3 = 2$$

plane has equation:

$$x - y + z = 2$$